

## INSTRUCTION BOOKLET

CLAY  
FIGHTER 63 1/3™

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NINTENDO 64  
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# KHAOS ON

# KLAYMODO!

The Isle of Klaymodo is the resting place of "Bessie," the purple meteor that came crashing out of the sky onto Klaymodo Island. Bessie has the essential ingredient, Bawk Choy, necessary for Dr. Kiln's world dominating Mutagen. Klaymodo's chief baddies are the devious Dr. Kiln and local voodist Happy Harry Hounigan.

With a combination of laboratory experiments and voodoo spells, they've created an "interesting" assortment of hooligans to help them take over the world. These hideous henchmen include Bonker, a clown gone bad, and Ickybod Clay, the wonder from down under.

Dr. Kiln is putting the final touches on his top secret Mutagen code-named "Clayotic Claymorphism" as Hounigan walks through the lab door. When Hounigan finds out about Dr. Kiln's secret formula the clay hit's the fan. As the fight breaks loose the vial containing the Mutagen breaks in Dr. Kiln's hand and it begins to take on a life of it's own.

The condition begins to spread rapidly and Dr. Kiln has no choice but to amputate his own hand. As the

Hand hit's the floor it scurries out of the lab and into the dense jungle of Klaymodo. Hounigan quickly exits the lab in pursuit of the Hand as Dr. Kiln writhes in pain.

Meanwhile, as Dr. Kiln deals with his new found stump, a ship on a 3 hour tour capsizes just off of Rubbage Reef. The ship contains a lively crew of characters, each with their own agendas. There's Bad Mister Frosty®, a one time bad guy who's turned his life around and Kung Pow, a Wok cookery Chef Boy R' Clay. Taffyman and Blob round out the castaways of the SS Manure.

# CLAY FIGHTER

TM



# BEGINNING THE GAME

First, you will need to insert the CLAY FIGHTER 63 1/3 Game Pak into your Nintendo 64 Entertainment System.

Now move the Power Switch to the ON position and away you go.

## CONTROLLING YOUR CLAY FIGHTER:

### Jump:

The clay fighter will jump straight up into the air. Some clay fighters are able to jump higher than others.

### Backward Jump:

Your clay fighter will jump into the air away from his opponent.

### Away:

This will allow your clay fighter to defend against attacks coming in from above, or from chest height.

### Crouch Defense:

Your clay fighter will defend against low attacks and most chest high attacks.

**Note:** These controls are for a Clay Fighter that is on the left side of the screen, facing the right. Flip all the above controls for Clay Fighters that appear on the right side of the screen and face left.



### Forward Jump:

Your clay fighter will jump forward, towards the other player and possibly over them. Many actions can be performed while your clay fighter is in the air.

### Towards:

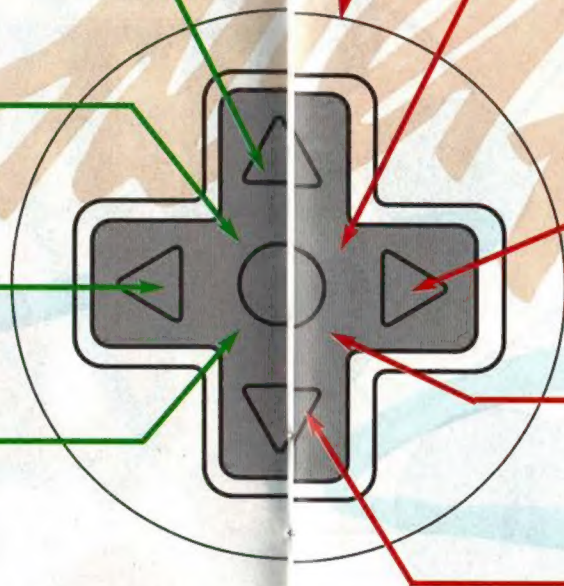
This will allow your clay fighter to walk forward or perform an attack, which requires forward motion.

### Offensive Crouch:

Your character will crouch down ready to attack the opponent. Watch out! Your character will not block in this position.

### Crouch:

Your character will move closer to the ground allowing low attacks.





## PUNCHES AND KICKS

### "BASIC TRAINING- WHAT A PIECE OF CLAY."

There are **3** basic punches and **3** basic kicks available to all characters:

#### Brutal Punch

A no holds barred punch will brutalize your opponent, but only if you can land it in time.

#### Fair Punch

This plain wrap punch is one that any John Dough could throw. It has an average speed and an average strength.

#### Wobbly Punch

This wimpy attack does not do much damage. However, you can get a lot of these punches in before another clay fighter can land a more powerful punch.

#### Brutal Kick

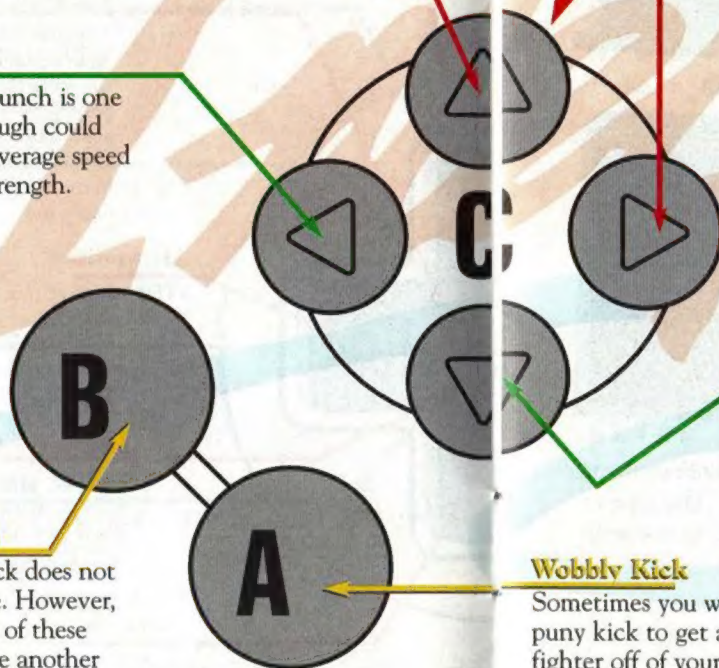
When you really want to send your opponent through the goal posts, try this kick. It should send your opponent half way to Jupiter.

#### Fair Kick

An attack which lends much of its character to John Dough. It is not the strongest kick, nor the weakest. In addition, it will get to your opponent in an average amount of time.

#### Wobbly Kick

Sometimes you will need this puny kick to get another clay fighter off of your back. You will usually land one of these kicks before a stronger attack can get to you.





## CLOSE ATTACKS:

These attacks can be performed when your clay fighter is next to his or her opponent. Your clay fighter's normal punches and kicks may also be different when he or she moves into close combat.

## THROWS:

Some clay fighters have the capability to grab an opponent and throw them across the arena.

Although a clay fighter can survive a fall like this, he or she must

use some of their energy to pull themselves back together. If you want to throw another clay fighter, you will need to get close to the fighter and then grab them. You can



do this by pressing forward or away when close and pressing medium or heavy punch (or kick, depending on the clay fighter). The type and nature of the attack varies with each clay fighter, so you will have to experiment a bit to master these attacks.



## SPECIAL MOVES:

While the clay fighters have learned a collection of basic throws, holds, punches, and kicks, each character has studied a variety of special moves. These moves are unique to each character. They will give your clay fighter a much-needed edge when your opponent's clay is down. You can also surprise another clay fighter with a move that they might not be expecting. Timing is very important in any of the special moves, and it might take you a while to perfect these and other attacks.

## SUPER SPECIAL MOVES:

If you are not satisfied with the mayhem of special moves, you can use these super maneuvers to completely devastate your opponent. These can only be performed if your super meter is filled to at least level one.



### **PARRYING:**

All the clay fighters can parry any attack that is heading in their direction but timing is, crucial. You must tap toward just before impact. You can also parry low by tapping down just before impact. If successful, the attacker will be stunned for a split second to allow you to land an attack. If you fail, prepare to feel the pain.



### **CLAYTALITIES:**

This is the "ultimate" way of finishing of your opponent. It can only be performed at certain situations. Try to figure out when!



## **SO YOU WANNA BE A CLAY FIGHTER, HUH?**

Here are a few hints at playing Clay Fighter 63 1/3:

- 1.** When all else fails, remember to block. Wait for your opponent to slip, and pound him into oblivion.
- 2.** Experiment with different control pad and button combinations. You never know when you might find a new move, or...
- 3.** It is possible to block special moves. However each time you do so your life energy decreases. It's best to avoid this situation whenever possible.
- 4.** Blocking low will not always protect you from certain attacks. Study the clay fighters carefully. Some moves may appear to hit low, when they actually hit high.
- 5.** Be adventurous when fighting. You may stumble upon secret areas.



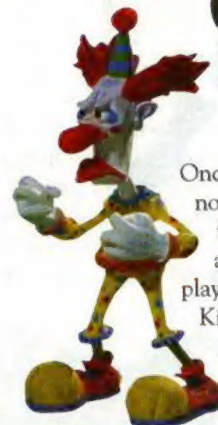
# THE NEW CREW



Bad Mister Frosty, the one-time cold-hearted head hooligan of the frozen north, has since sought therapy to help him chill-out his hot-headedness. With his personality now benevolent, he strives to fight against the evils of claydom he once belonged to.



Blob, now faced with attackers from every direction, must use every ounce of his incredible intellect (or at least his pretty nifty morphing abilities) to survive Klaymodo Isle.



Once a happy, smiling circus clown, Bonker now gets joy only when causing grief! Fired from the circus because of his bad, bad, attitude and increasingly psychotic prank playing, he's joined the mean minions of Dr. Kiln. In his process of world domination, he plans on getting a few laughs and screams at his victims' expense!



# Houngan

The local Voodoo Doctor is in! With his hypnotic Ping-Pong ball eyes, freaky face paint and his over-all frightfully funny demeanor, Harry Houngan is quite a sight to behold. A native to Klaymodo, Houngan was an immediate sympathizer to Dr. Kiln's cause upon the Clayentologists' arrival. His own ulterior motives of sending the world into Black Magic oblivion drive his dark desires, and he finds himself often competing with Kiln for control.

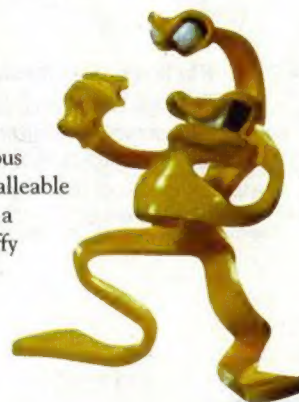


# Kung-Pow

Kung Pow is a one time cooking-show host turned Kung-Fu master who currently moonlights as a cruise-ship athletics instructor. He now finds himself shipwrecked on Klaymodo with Frosty and the rest of the "good" gang. He is chocked full of oriental proverbs and sage advice which he doles out with characteristic mellowness. This often incites the rest of his companions to yell "SHUT UP ALREADY!"



Another clay-villain turned good guy, Taffyman's abandoned his elasti-lecherous ways to join Frosty's cool crew. This malleable clay warrior has been transformed from a once mean spirited pull of salt water taffy into a model sugar-sweet citizen!



# Taffy





IckyBod haunts the shadowy hollows of Klaymodo, shooting terror deep into the hearts of all he encounters. As a means of testing his terror prowess, IckyBod has taken it upon himself to terrorize everyone on the island, just to prove there's nobody he can't scare.



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**HINTLINE:** Although hints are not available for this game, hints are available for other Interplay games. You can reach our hintline at 1-900-370-PLAY (1-900-451-6869 in Canada). The charge for this service is \$1.25 for the first minute and \$.75 for each additional minute. For Canada, these charges will be in Canadian dollars. All hint questions must be directed to this "900" service. No hints will be given on our Customer Service lines. You must have a touchtone phone to use this service. The hintline is open 24 hours a day. All long distance charges are included in these prices. Callers under the age of 18 must get parental permission before calling the hintline. The hintline is only available in the U.S. and Canada. Charges subject to change without notice.

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Once again, welcome.

Brian Fargo  
CEO

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